Logger "Sport"

Logging and archiving your sports events with a 100% software solution

- ▷ **Logging efficiently the whole material by using keywords**
- ▷ **Logging your sports programs with maximum simplicity**
- ▷ **Fast search without error**
- ▷ **Creates and sends stories to editing systems**
- ▷ **Supported by a purely r tional database**

ETERE Logger is the software for creation of any program based on acquiring a sport event, which lasts for a longer period (ex: Soccer, Football, etc.).
It was created with a purpose to make your acquiring, logging, archiving and creating stories much easier, faster and as economical as possible.

ETERE Logger allows you to view and record an event contemporarily in both high and low resolution. With ETERE Browsing you have the possibility to have a low-resolution video image, frame accurate, useful to make stories for the broadcast. Thanks to this exclusively software solution, makes possible browsing on a normal PC.
**ETERE Logger** efficiently logs the entire audio/video material through a User interface, made for this purpose. By using all techniques, which were formerly used for the Windows interface, it results fast and error free.

ETERE Logger allows access to several users, and there is no limit to number of operators who can create stories contemporarily using the log database. The scene comment, made by the operator that visions the material, can be whether a text based on author's personal opinions, whether a text based on "keywords". In the latter, logging errors are reduced, and it is regular, fast, and practically real-time.

In the keywords, for example, can be included players, teams and they can be automatically loaded from the beginning of the event. You can assign to each frame an unlimited number of keywords. Of course, bigger is the number of associated words, faster and more accurate is the future database search.
Organizing database allows inserting fixed operator parameters by using speed buttons.

In case the subject is a football game, those can be:
- Players, arbiters and coaches
- Typical situations: goal, penalty, free kick, etc.
- Habitual actions: kicking, running, falling, etc.
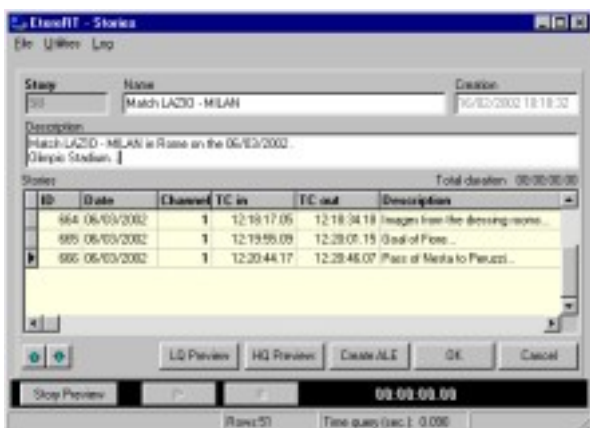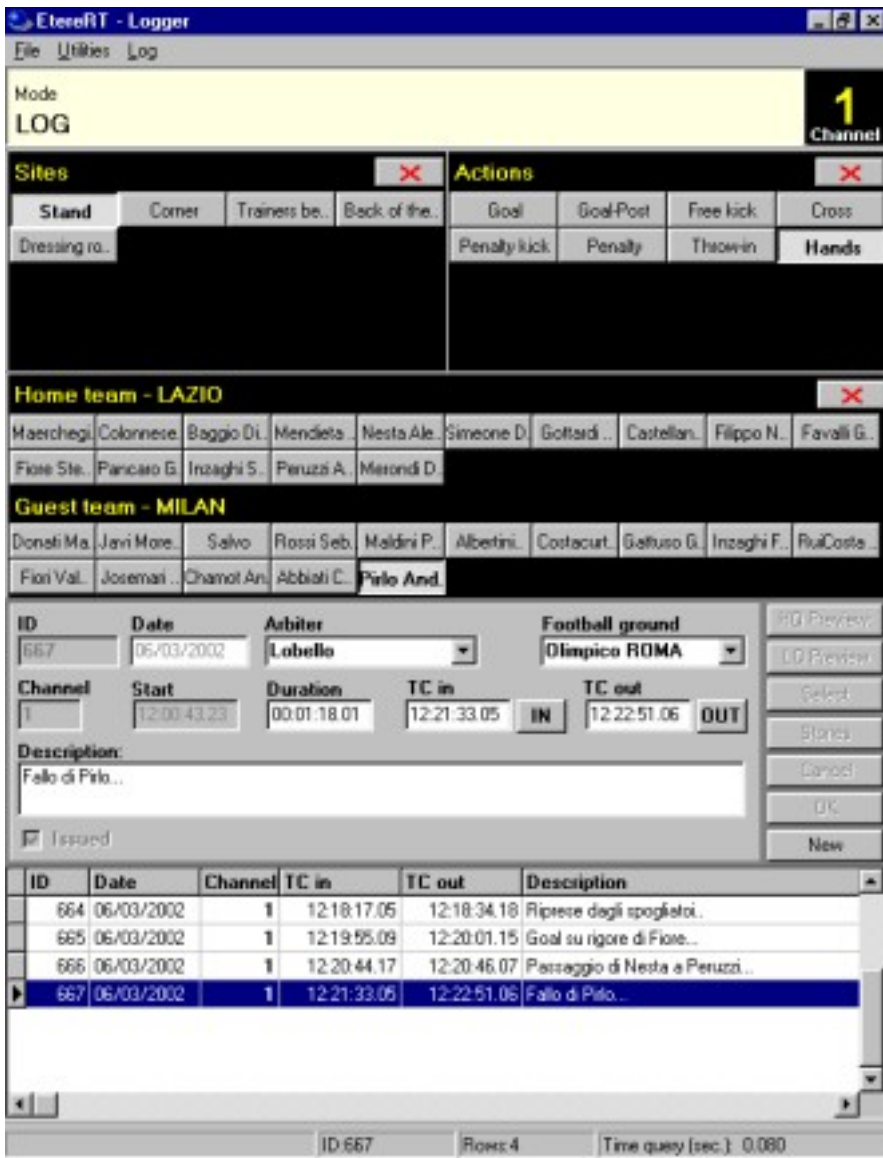
It is possible to predefine whether events or protagonists and combine those information with necessary data to found frames which build up the story.

This way all becomes simpler and more precise, even in case you need to catalogue complex events.

The screen of **ETERE Logger** can be configured according to the sport event, thanks to the initial part, which can be modified from event to event, where you can introduce teams and relative athletes.

To create the highlights (the most intensive moments of a certain game), you just have to make a research, based on keywords, of all scenes you consider useful (ex: all goals, all scenes in which you can see a certain player, all faults, etc.). All scenes that were catalogued as mentioned above will be searched for.
Thanks to a low-resolution video, you have the possibility to control them and eventually refine them.

All stories that are created by using these functions can be sent directly to editing system for adding post-production effects, or directly to the On-air.
Your recordings won't suffer any damages even in case your PC crashes or in case the software must be restarted.

The system is using ETERE's perfectly fault tolerant Distributed Architecture.
After Logging the selected material, it can be archived whether on a normal videotape whether on digital support.

ETERE Logger is supported by a purely rational database, which enables a power and a definition of research that couldn't be even imagined before.
Searching clips in video movies can be effected by using information memorized in a Microsoft SQL2000 ® database, which allows light and immediate management of information, not depending on dimensions of catalogued information.